SPECIAL 'BASH-A-BADNIK' ISSUE!

sonic the comic

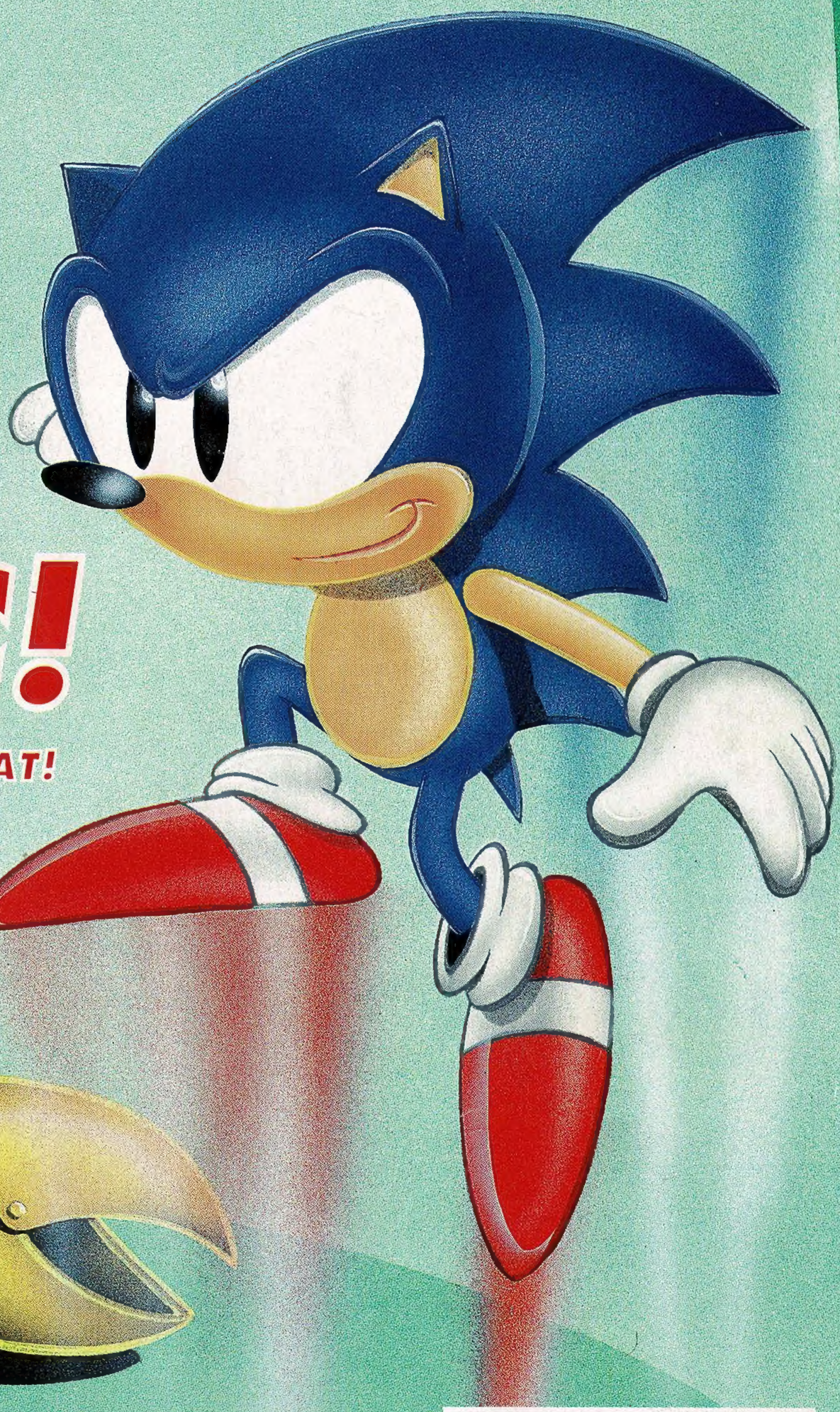
95p

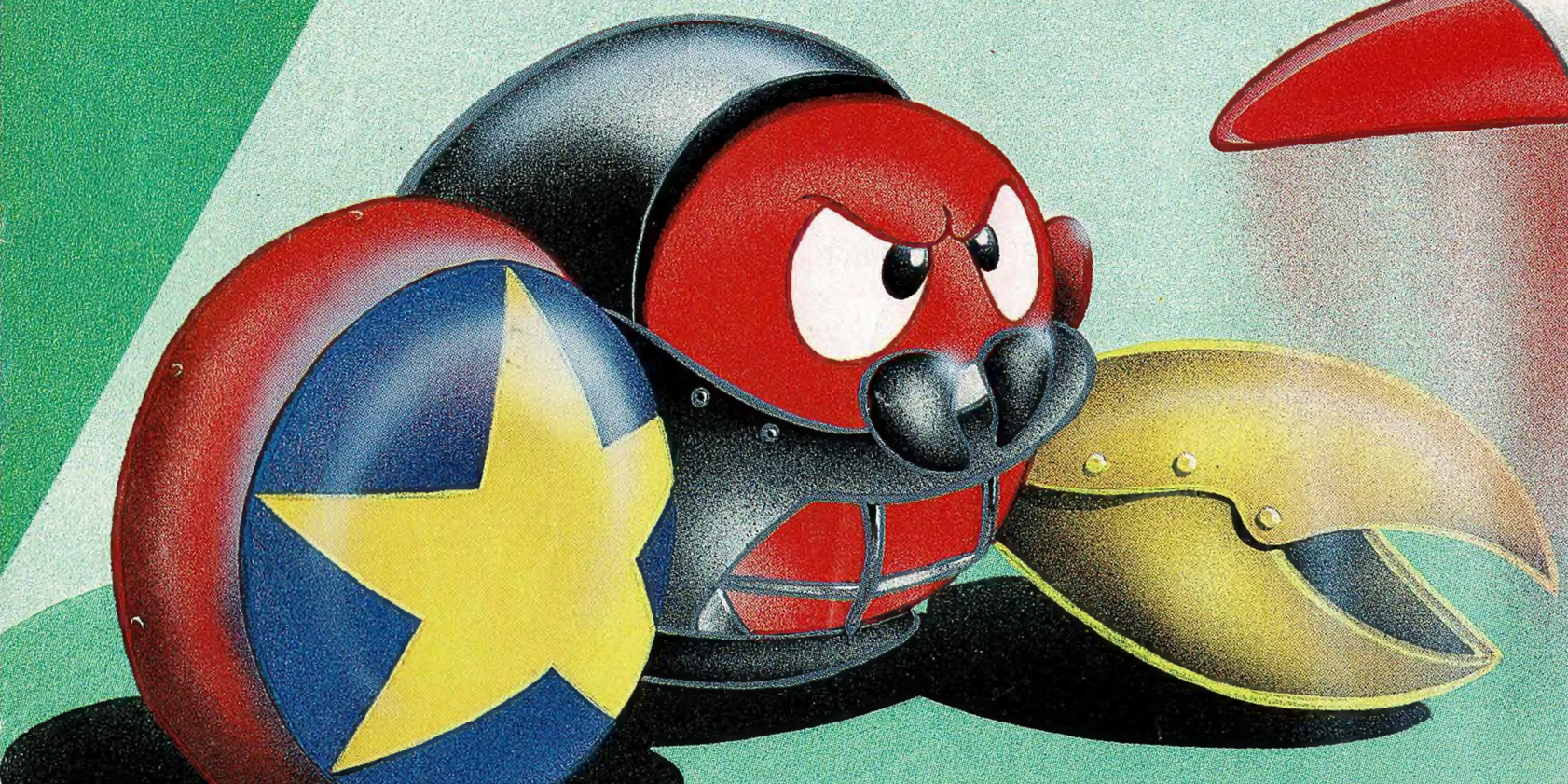
Number 11 OCTOBER 16th 1993
Britain's OFFICIAL SEGA COMIC
Every Fortnight

starring SONIC THE HEDGEHOG

SONIC GOES BALLISTIC!

AROUND THE WORLD IN FIVE SECONDS FLAT!





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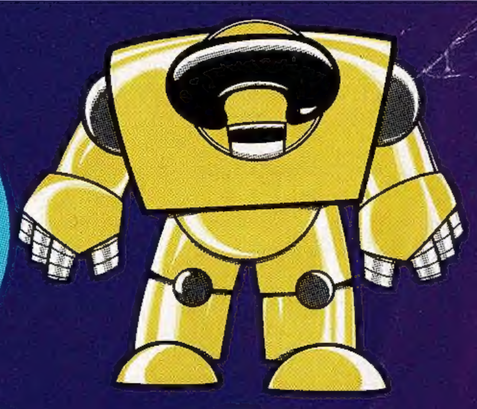
THE ONLY VIDEO GAMERS' COMIC YOU CAN BUY!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Enough already! We know you like Tails and want him to have his own series - but just hold off on the letters, ok?

Ever since I asked the question in Speedlines, issue 6, loads of you have written in asking, begging, pleading, demanding that Tails get his own STC series.

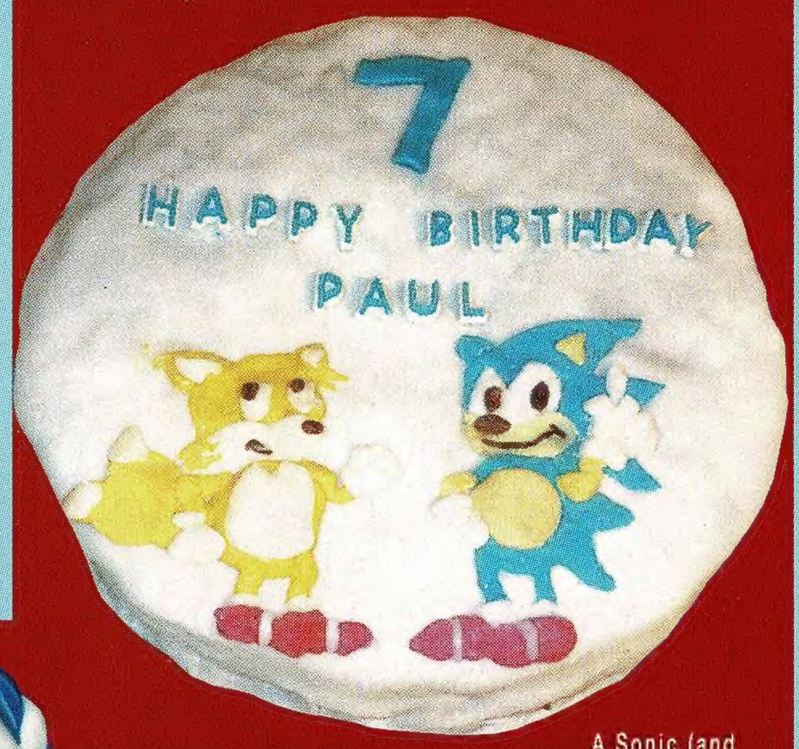
Well, now I've got to persuade those humes-who-think-they're-in-charge, that it's a fab idea. Yeah, these are the people who can't even spell 'Miles Prower' correctly. Wish me luck!

Right now, the star of the show appears in a Sonic-sational offering called **Faster Than A Speeding Bullet.** There's also **Kid Chameleon** and the stormy **Streets Of Rage**, plus the horribly humorous **Decap Attack,** together with all the usual features, in yet another fast and furious issue!

Megadroid

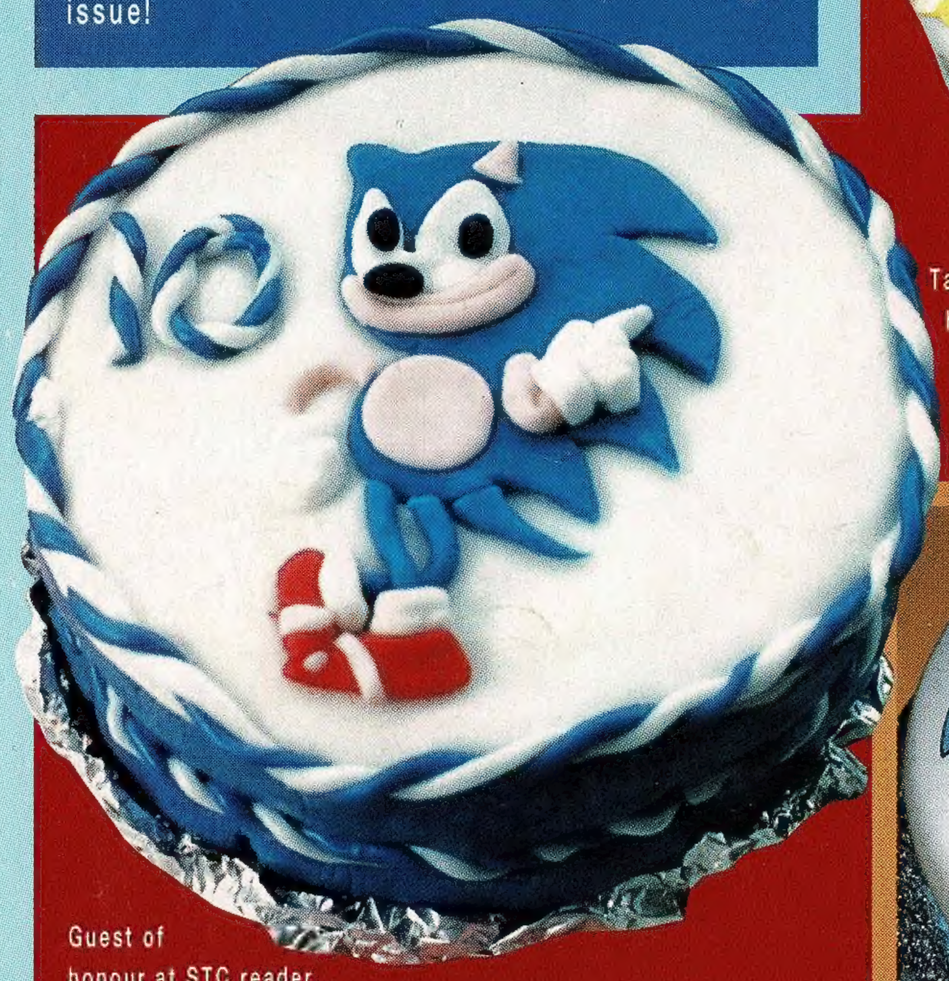
Let Them Eat Cake!

What a jammy lot you readers are! Not content with having generous friends and relatives buying you the odd issue - it seems you even manage to coax them into mixing bowl mode. Yep, lots of you are hogging mouthfuls of your favourite hedgehog by the slice. However, don't forget to floss those gums, or you could end up resembling Chuck D. Head from DECAP ATTACK!



A Sonic (and Tails) inspired creation, made by Paul Webb's 'mam' for his 7th birthday.

(Below) 7th heaven for Vittorio Trevitt. His mum baked the cake, while an aunt knitted a Sonic jumper all the way from Rome - (must have been a long ball of wool!)



Guest of honour at STC reader, Mark Prothero's, birthday party. Bet he wasn't around for long, though.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1	—	JUNGLE STRIKE
2	—	MICRO MACHINES
3	—	BUBSY THE BOBCAT
4	▲	COOL SPOT
5	▼	PGA TOUR GOLF 2
6	—	FLASHBACK
7	—	ECCO THE DOLPHIN
8	▲	ROAD RASH 2
9	RE	SONIC THE HEDGEHOG 2
10	RE	TINY TOONS: BUSTERS TREASURE

MEGA CD

1	—	FINAL FIGHT
2	—	NIGHT TRAP
3	▲	JAGUAR XJ220
4	▼	SHERLOCK HOLMES
5	▲	AFTERBURNER 3
6	▲	ROAD AVENGER
7	▲	PRINCE OF PERSIA
8	▼	TIME GAL
9	—	BLACK HOLE ASSAULT
10	—	WOLFCHILD

MASTER SYSTEM

1	—	SONIC THE HEDGEHOG 2
2	▲	ASTERIX
3	▼	MICKEY MOUSE 2
4	▼	ALIEN STORM
5	▲	DOUBLE DRAGON
6	RE	DARIUS 2
7	RE	SUPER TENNIS
8	—	WIMBLEDOM TENNIS
9	—	CHAMPIONS OF EUROPE
10	RE	TOM & JERRY

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	▲	MICKEY MOUSE 2
3	▼	WORLD CUP SOCCER
4	—	STREETS OF RAGE 2
5	—	LEMMINGS
6	—	TAZ-MANIA
7	▲	WIMBLEDON TENNIS
8	—	TOM & JERRY
9	—	NINJA GAIDEN
10	RE	SENNA SUPER MONACO

SPONSORED BY PENGUIN ELSPA CHARTS COMPILED BY GALLUP
PENGUIN BISCUITS

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PLANET MOBIUS, R.R.*

SONIC GOT A MESSAGE THAT TAILS WAS TRAPPED ON THE OTHER SIDE OF THE PLANET.

THAT PIXEL-BRAIN'S ALWAYS GETTING INTO TROUBLE.

GOOD THING I'M SUCH A NICE GUY!

Sonic THE HEDGEHOG

TIME RACER

*RULED BY ROBOTNIK!

TAILS!

SONIC! GET ME OUTTA HERE! GLUB!

WHAT HAPPENED THIS TIME, DUMMY? TAKE ANOTHER WRONG TURN?

GLUB! IT'S A SET-UP, SONIC! ROBOTNIK'S BEHIND THIS!

KLIK!

HA HA HA! WHO ELSE, YOU LITTLE WORM?

THANKS FOR SHOWING UP, SONIC --

YOU'RE JUST IN TIME TO WITNESS THE LATEST STEP IN MY PLAN TO RESHAPE THE ENTIRE PLANET.

Script: Mark Millar Art: Ed Hillyer Lettering: Tom Frame

"MY SPACE SATELLITE IS PRIMED AND AWAITING MY ORDER TO FIRE ITS DEATH RAY!

"FIRST TARGET IS THE EMERALD HILL ZONE!

"EVERY FURRY LITTLE FINK YOU HOLD DEAR WILL BE BLASTED TO ATOMS!"

SIMULATION

THE BEAUTY OF THE WHOLE PLAN IS THAT YOU'RE TOO FAR AWAY TO DO ANYTHING, SONIC--

EXCEPT WEEP FOR YOUR FRIENDS.

HE'S RIGHT-- WE'RE HALF-WAY AROUND THE WORLD!

IT LOOKS LIKE EGG ON YOUR FACE FOR ONCE, NETTLE-BREATH!

HAHAHAHA!

I'LL STOP YOU, ROBOTNIK! I ALWAYS DO!

NOT THIS TIME, SONIC...

UNLESS YOU CAN MAKE IT HOME IN FIVE SECONDS FLAT!

KLIK!

RAY ON.

FIVE SECONDS TO RUN HALF-WAY 'ROUND THE WORLD?

WE'LL NEVER MAKE IT, SONIC!

SONIC?!?

FFWOOOSH

EVERYBODY OUT OF MY WAY!

I'M NOT KIDDING AROUND!

--KRRK-- SATELLITE IN POSITION--

--READY TO FIRE DEATH RAY.

NOTHING CAN MOVE FASTER THAN SONIC--

BOOM BOOM BOOM

HE'S THE FASTEST HEDGEHOG ALIVE.

BUT TODAY HE'S GOT TO BE EVEN FASTER.

--DEATH RAY CHARGING UP--

--TWO SECONDS TO IMPACT--

--ONE SECOND--

--FIRE!

SPRING HILL ZONE. MARBLE ZONE. HALF A SECOND TO GO.

EVERYBODY RUN FOR IT!

WHAT'S THE PROBLEM, SONIC?

THREE GUESSES, PAL!

FFZZZAAP!

LOOK OUT!

SONIC SLIDES TO A HALT AT THE BEACH.

MILES OF SAND! COOL!

THAT'S JUST WHAT I NEED!

HELP US, SONIC! THIS IS NO TIME TO CATCH A SUN-TAN!

THAT BEAM IS DESTROYING THE FORESTS!

ON THE BEACH...

BY RUNNING ON THE SAND AT HYPER-SPEED I CAN MAKE IT SMOOTH AND SHINY!

LIKE SO!

SONIC!
ABOUT TIME!
HEADS UP, BOZOS!
LET'S GIVE THAT DEATH RAY A TASTE OF ITS OWN MEDICINE!
WHAT'S THIS, SONIC? IT LOOKS LIKE A GIANT MIRROR?
YOU GOT IT IN ONE, SON!
IF I'M RIGHT, IT'S THE ONLY THING WHICH CAN REPEL A LASER!
FFZZZAPP!
REFLECT ON THIS FOR A WHILE, ROBOTNIK!
WOW! SONIC HAS BEAMED THE DEATH RAY BACK INTO SPACE!
NOW HERE COMES THE BEST BIT!

WHAT HAPPENED? I JUST SAW A BIG LIGHT FLASH IN THE SKY?

THAT'S 'CAUSE I JUST DESTROYED ROBOTNIK'S SPACE SATELLITE, TAILS.

SINGLE-HANDEDLY AS USUAL!

TSK. IT'S NOT FAIR!

HOW COME I ALWAYS MISS OUT ON THE MEGA-ACTION?

MAYBE IT'S BECAUSE YOU AREN'T HALF AS COOL, BRAVE OR HANDSOME AS I AM, TAILS!

HMPH. AT LEAST I'M MODEST, SONIC!

THAT'S 'COZ YOU GOT SO MUCH TO BE MODEST ABOUT, PIXEL-BRAIN!

NEXT ISSUE: SECRET I.D.

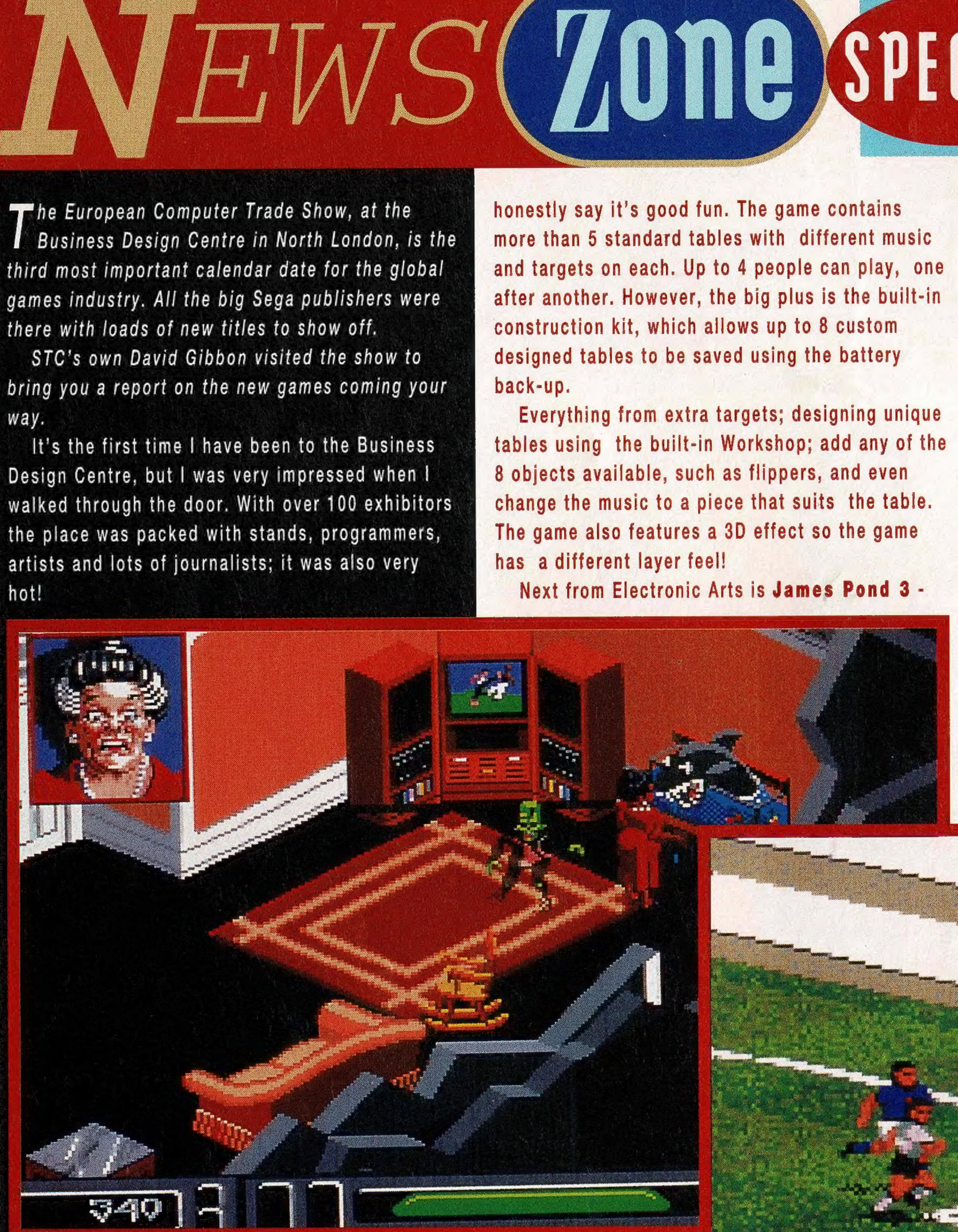
NEWS Zone SPECIAL

E.C.T.S. REPORT!

The European Computer Trade Show, at the Business Design Centre in North London, is the third most important calendar date for the global games industry. All the big Sega publishers were there with loads of new titles to show off.

STC's own David Gibbon visited the show to bring you a report on the new games coming your way.

It's the first time I have been to the Business Design Centre, but I was very impressed when I walked through the door. With over 100 exhibitors the place was packed with stands, programmers, artists and lots of journalists; it was also very hot!



My first appointment was with one of the biggest and best Sega publishers - Electronic Arts. After shaking hands with Nick Channon, he told me about the coming new titles. First was **Haunting,** out for the Mega Drive at £49.99 from October. This game has already received good reviews in many Sega magazines so I was eager to see what all the fuss was about. It is described as an action comedy game featuring the evil and greedy Sardini family - Vito and Flo. Tony and Mimi, the two teenage kids, caused the early death of a relative, Guy, to get their hands on his money. Unfortunately for them, Guy won't rest until they are gone from the mansion so he comes back to haunt them!

The game is full of humour - watch Flo lose her wig with fright when she sees Guy! It also has a great pedigree as it was designed by the same team that created **Paperboy**.

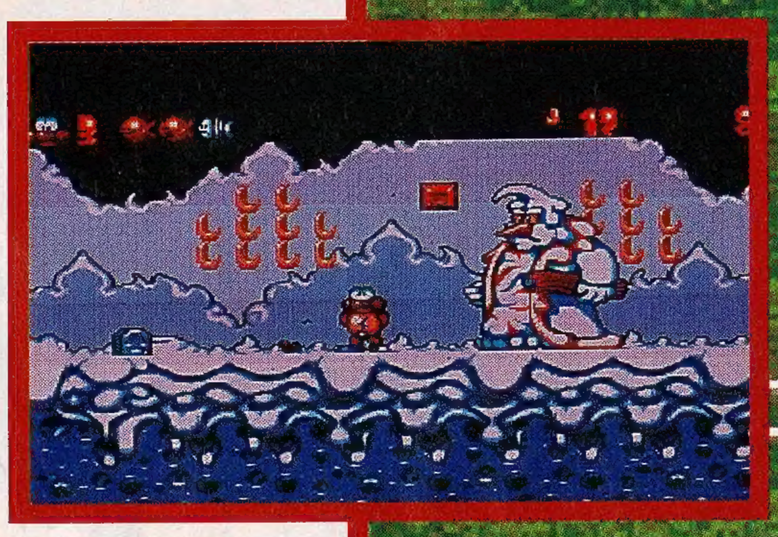
Out in November, on the Mega Drive, from EA is **Virtual Pinball** priced £44.99. Now you may think this sounds boring - a pinball game! But, I can honestly say it's good fun. The game contains more than 5 standard tables with different music and targets on each. Up to 4 people can play, one after another. However, the big plus is the built-in construction kit, which allows up to 8 custom designed tables to be saved using the battery back-up.

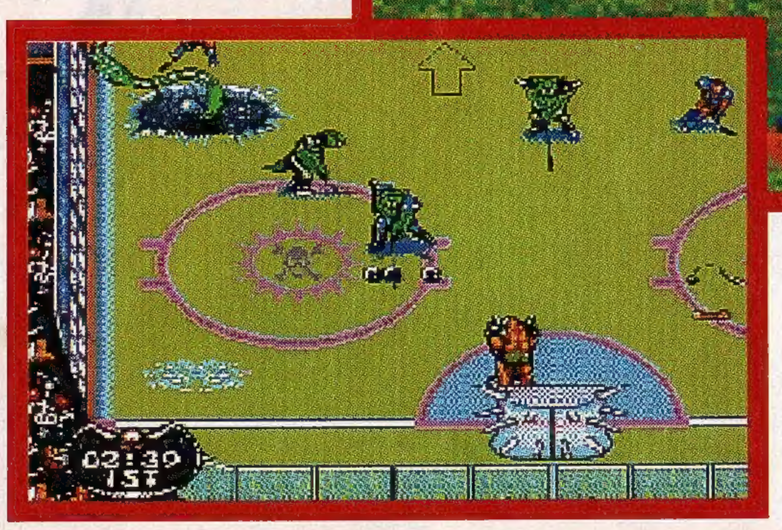
Everything from extra targets; designing unique tables using the built-in Workshop; add any of the 8 objects available, such as flippers, and even change the music to a piece that suits the table. The game also features a 3D effect so the game has a different layer feel!

Next from Electronic Arts is **James Pond 3** - out in November at £44.99 on Mega Drive. This fishy game had me swimming in delight as I picked up the joypad. The evil Dr. Maybe has returned to cause more bother (typical - ain't it!). He's had the nasty idea of taking over the moon's supply of minerals to monopolise the world's provision of Yogurt, Cheese and Ice Cream. As usual, big eared Pond heard of these plans and has jetted of into space to stop the Dr. in his tracks.

Pond's mission: to travel across the moon avoiding hazards; rescue three other FI5H agents and together get to the cheese mines to defeat Dr. Maybe...maybe! James is initially joined on his mission by his friend, Finnius Frog. He is armed with a whole range of gadgets such as suction boots, a fruit suit, skis, and even a moon buggy. The game is huge, with over 100 levels, which is why it comes on a 16-Meg cart!

A novel idea is **Mutant League Hockey,**



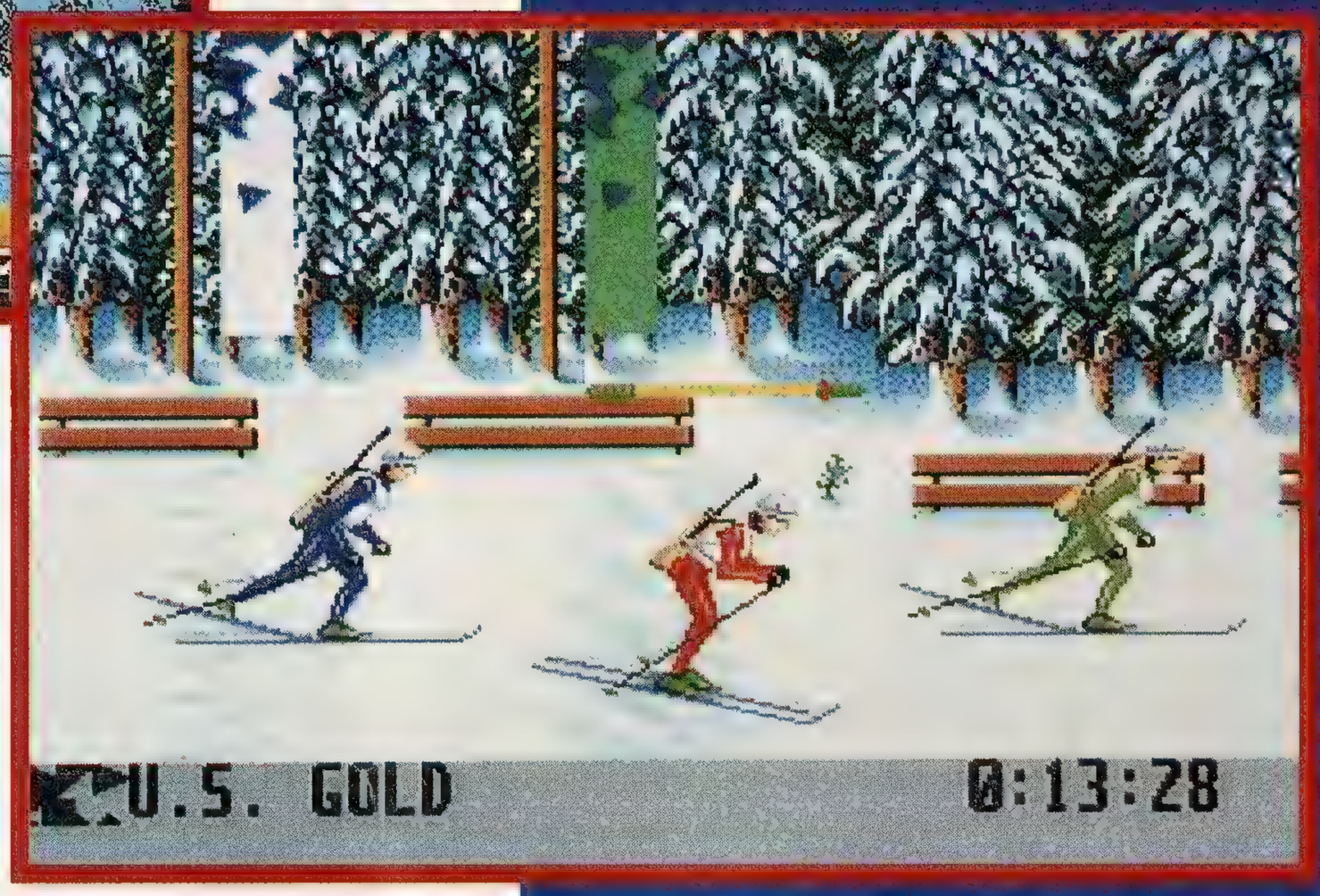


funniest Hockey game ever, Mutant League Hockey features Skulls, Trolls and Robots from the 23 teams from 2 separate conferences. Each team has its own stadium, booby traps and hazards. These include ice sharks, mines and ice pits. You can also collect up to 6 different

weapons from the ice, such an axe or dynamite to kill the opposition.

The game is a great spin-off and deserves to do well. Up to 4 players can take part using the EA 4 play adaptor.

FIFA International Soccer is the next addition from EA Sports, out in December for the Mega Drive. This game could set a new standard in football games as, up to now, they have been of poor quality apart from the brilliant **Super Kick Off.** Played from a three-quarter style, top down perspective, **International Soccer** offers players a greater view of the playing field. There is also greater control of the action on the pitch, using an original 30-degree view offering better depth and playability.



Players can choose from over 40 international teams that both play and look like their real life counterparts! Over 2,000 frames of animation are used to make the players behave like 'real' footballers, such as trapping the ball on your chest. Teams can compete in friendly games, round-robin style tournaments, or a full league, to compete in the Cup. League or tournament positions can be saved onto the 16-Meg Cart. This game will also allow the use of EA 4-play adaptor allowing up to 4 players.

My next appointment was with US Gold. They have just won the rights to produce a game on the **Winter Olympics '94,** due to be published this December on all Sega formats. It will feature 10 events including Ski jump, bob sleigh and slalom. The game can be played by up to 4 people and will include: full opening and closing ceremonies, authentic course and venue, 3 difficulty levels, male/female opponents, olympic/world records, map screens and animation sequences. Looks like this could be a major hit this Christmas.

Next game is **Gunship**, due to be published this November on the Mega Drive. This is both a shoot-em-up and flight simulation game. You control a Helicopter loaded with ammunition such as Rockets, Homing Missiles and Cluster Bombs. The object is to fly over 4 theatres of war to destroy drug cartels. The game allows you to fly horizontal, bank left or right, and even fire from your rear. It features 24 levels, 2 difficulty levels, and is for 1 player only.

I then went to see Domark who had a number of games on show. Their biggest release is **F1** on all Sega formats, published in October at £44.99. It's the official Formula One car racer for one or two players. Two players can race head-to-head using a split screen mode. Game Gear users will be able to link machines via a cable.

Having already received rave reviews, the game looks set to reach pole position in the charts. Realism is the key with this game, featuring the actual world Grand Prix circuits with every bend recreated. Other features include: compete in the world championships or go into arcade mode, pit stops, tyre changes, digitised engine sounds, drivers have their own personality and skill, turbo mode and 10 save game options on the Mega Drive version.

NEWS EXTRA!

The **Davis Cup World Tour** is due for release in November on the Mega Drive at £39.99. This game looks likely to be the best tennis games yet featuring some original ideas. It includes a split screen for 2 players, replays and players rankings, training mode to improve all areas of your game, and an option to play in tournaments around the world. You even see the players thoughts via a bubble above their heads, and the umpire shouting out scores in clear digitised speech.

Now onto Core Design. They had a number of games on show, mostly for release in '94. The big-game was **Thunderhawk,** released for the Mega-CD in October. It's a 3D helicopter combat simulation, which uses the Mega-CD hardware capabilities to create smooth rotating sprites and backgrounds. The idea is to complete each assigned mission. These include: Arms Running in South America and Chemical Warfare in South East Asia. After playing the game at the show I was very impressed with the graphics which are very smooth and realistic. It's definitely going to be one of the best releases so far on CD.

I next went off to see what Accolade had in store for Sega users. The first game I saw was another Hockey simulation called **Brett Hull Hockey,** due for release in November for the Mega Drive at £39.99. For some reason the market seems to be full of American Football and Hockey games! This one fared better than most as the developers filmed real skaters, including Brett Hull himself, then digitised them. The game also features realistic sound effects such as the noise of skates carving the ice.

Brett Hull, a very famous Hockey player, helped in the development of the game. Other features include a fighting sequence for the more aggressive player. The game is played using a "behind the player" perspective.

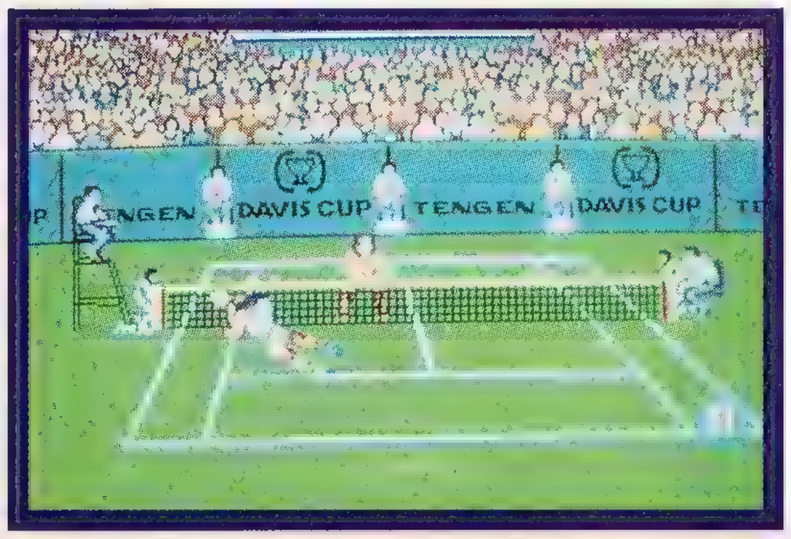
Gremlin will be releasing one of the most successful games of all time onto Sega formats this December. **Zool, Ninja of the Nth Dimension**, sold over 180,000 copies on the Amiga, and is set to top the charts this Christmas. It's a platform game, and the idea is to guide **Zool** through 7 different worlds (each world contains 4 levels) to defeat the evil Krool.

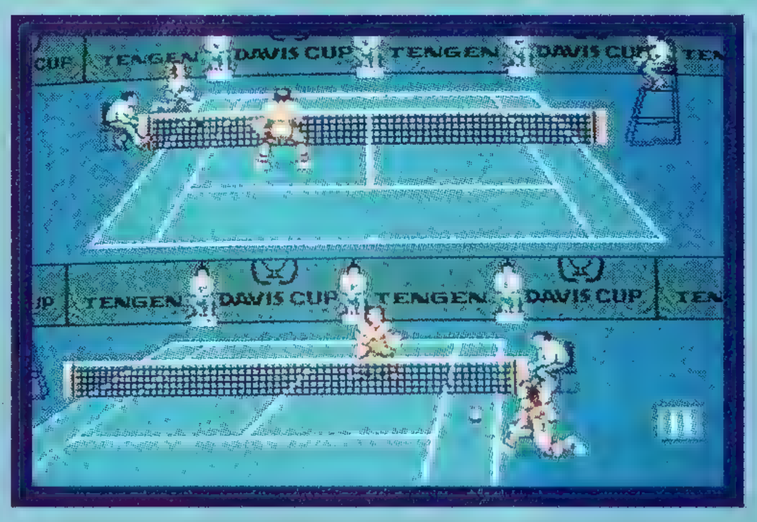
Each world has a different theme, for example, in the music world you fight walking drums and killer guitars! **Zool** will use up to 12 layers of parallax scrolling, making the graphics look excellent. **Zool** now appears on everything from greeting cards to watches. This is one game to watch out for!

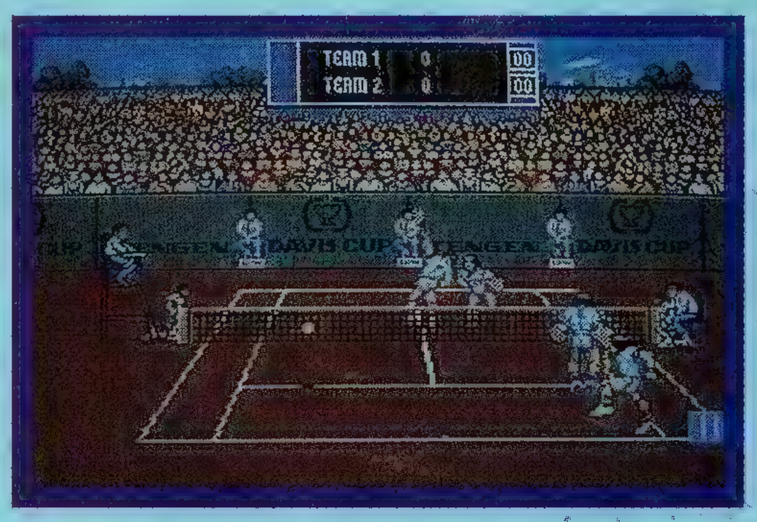
I had a look at the Codemasters stand to find **Cosmic Spacehead** taking up much of the space. There was much information on games for '94 including a Micro Machines-style game with Dinosaurs called **Dino Riders**! More about this in a later issue.

My last call was to see Virgin. They had lots of games on show, including a number of Mega-CD titles which they seem to heavily backing.

Coming to the Mega Drive, Master System and Game Gear in December is **Robocop Versus Teminator**. In a spin-off from the two films, you play Robocop, and the







object of the game is to destroy dozens of Terminators! The game is played over 12 levels of platform action, fighting those evil machines who are all heavily armed. No doubt, this will be another big hit.

Here is the complete release schedule for between now and Christmas for these and other games:-

PRODUCT	ON SALE	SYSTEM	PUBLISHER
Cosmic Spacehead	November	MD/MS/GG	Codemasters
Blades of Vengeance	December	MD	Electronic Arts
Madden NFL '94	November	MD	Electronic Arts
International Rugby	November	MD	Domark
Desert Strike	November	GG/MS	Domark
James Pond	November	GG	Domark
Gods	November	MD	Accolade
Unnecessary Roughness	November	MD	Accolade
Dune	October	MCD	Virgin
Terminator	November	MCD	Virgin
Cool Spot	November	GG/MS	Virgin
Fire & Ice	December	GG/MS	Virgin
The Jungle Book	December	GG/MS	Virgin

Script: Michael Cook Art: Brian Williamson/Steve White Lettering: Tom Frame

YOU KNOW, I'M GETTING PRETTY GOOD AT THIS **WILD SIDE** GAME.

GIRL MOVE BACK.

OK, OK, SO I GUESS ME AND SUZI ARE STILL **TRAPPED** HERE. BUT I **DID** FREE HER FROM THE SEWER MEN WHEN I TRANSFORMED INTO BERZERKER, AND I **DID** TELEPORT US INTO THIS NEXT ZONE.

RRRROOR

AND THERE CAN'T BE MUCH **MORE** THEY CAN THROW AT ME.

BERZERKER SMASH METAL BEAST!

WHAMM!

KID CHAMELEON

PART 5

YEAH, THIS GAME'S EVEN GETTING TO BE KIND OF FUN.

COME. MIDDLE OF THE ROAD NOT SO SAFE.

URRRGGH...

UH? GIRL OK?

FEELING KIND OF WOOZY...

I DON'T KNOW HOW MUCH MORE OF THIS I CAN TAKE.

MUST BE STRONG.

WHAT AM I SAYING? SUZI'S GOT NO BERZERKER STRENGTH AND NO CHAMELEON POWERS. THIS IS NO FUN FOR HER.

WHATEVER WILD SIDE IS, FOR SUZI ITS **MORE** THAN JUST A GAME.

STAY BRAVE. WHICH WAY WE GO?

M-MAYBE **THERE**?

ER... ME NOT TOO GOOD WITH LETTERS...

IT SAYS **EXIT**! WAY OUT! CAN YOU TAKE US UP THERE?

NOT BERZERKER...

CHAMELEON!

YONDER TOWER SHALL PROVE NO HINDRANCE TO THE **IRON KNIGHT**!

PRITHEE FOLLOW, MILADY. WE SHALL TARRY HERE NO LONGER.

LET US PROCEED TO THE CLOUDS, AND FROM THENCE TO RETIREMENT FROM THIS REGRETTABLE CHARADE.

I CAN'T BE SURE IF THE EXIT SIGN IS A TRICK OR A GENUINE ROUTE OUT OF WILD SIDE. BUT WE HAVE TO TAKE THE CHANCE. HATE TO THINK WHAT COULD HAPPEN TO SUZI IF SHE DOESN'T GET OUT SOON.

RATTA-TATTA-TAT!

BEHOLD! THEY DOTH SPIT FIRE LIKE DRAGONS!

OH...OK.

BUT, LIKE DRAGONS, THEY HATH NOT THE STOMACH FOR THE TASTE OF COLD STEEL.

CHUNKK!

KKRUNCH!

THEY ARE DISPATCHED TO THE MOAT BELOW. NOW OUR QUEST IS NEAR FINISHED.

EXIT

ER...NO IT ISN'T. LOOK!

GRRAH!

NO WORRIES. THIS IS NOT AS BAD AS IT LOOKS. SOMETHING THIS BIG MUST BE GUARDING SOMETHING WAY IMPORTANT.

AND THAT COULD BE THE WAY OUT.

MILADY! BEHOLD! BEHIND YOU IS A WAY OF ESCAPE FROM THIS REALM.

I CAN'T LEAVE WITHOUT YOU.

YOU MUST. 'TIS NO PLACE FOR A FAIR LADY!

BEGONE, MAIDEN!

LOOK... THANKS, WHOEVER YOU ARE.

THIS THING'S BIG AND STRONG, BUT I'M FIRED UP WITH CHAMELEON POWERS.

HA! HAVE AT THEE, FOUL CREATURE!

CAN'T BE TOO HARD TO BEAT...THEN I CAN START LOOKING FOR **BRAD**.

KRUNNCH!

UH, OH...

GRRGRRH!

THOMP!

ARRGGH! FIE ON YE, BASE OPPONENT!

ALWAYS DID UNDERESTIMATE SITUATIONS. GUESS I COULD USE SOME **BERZERKER** POWER HERE.

CHAMELEON!

OH, NO! I'M **CASEY**! I'M A **KID AGAIN**!

HELP?

NEXT ISSUE: **OPEN THE BOX.**

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Vincent Low & David Gibbon.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

- 0 - 40% : Yeeeeeuk
- 40 - 70% : Reeeeallyfun
- 70 - 80% : Fun City
- 80 - 90% : Big Time City
- over 90% : Mega City!

REN & STIMPY

game type: PLATFORM
1 PLAYER
GG

Nickelodeon is a new TV channel for people with cable or satellite dishes. One of their hit cartoon TV series is **Ren and Stimpy**. It features two cartoon characters who are simply horrid to each other!

What helps to set the **Ren and Stimpy** game apart is the great presentation and simple but beastly fun you have with each character.

Ren and Stimpy is sure to be a hit cartoon series and the video game spin-offs to Mega Drive and Game Gear are such good conversions you will not be disappointed.

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS 80
SOUND 65
PLAYABILITY 70

RAVES: Good graphics
GRAVES: Can get repetitive

OVERALL 70%

BATTLETOADS

game type: PLATFORM
1 PLAYER
GG

Hey! Calling all **Battletoads** fans out there!

Yes, you can now sample the delights of **Battletoads** on the Mega Drive and Game Gear. It comes from a company called Rare who are well known for the great playability of their games. **Battletoads** delivers the goods. It is a scrolling battler with all-action where you have to beat a set amount of enemies before the screen scrolls on.

You can run, leap and do some whopping kicks and punches where your fist and feet enlarge.

The graphics are very good and it is absolutely playable. The stages also have a W-I-D-E variety of action with you going from 'Double Dragon'-style fighting to rope swinging in a cavern to jet bikes.

The graphics are smoothly drawn and some hit up to half the screen!

There is also a bonus round where you have to avoid a homing sight that tries to lock on to you. Your only defence is to collect the ball fired at you and return it back at the marking post. **Battletoads** may sound kinda weird but it rates as one of the best Game Gear games ever released. It has graphics, playability, variety and VERY addictive gameplay.

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS 85
SOUND 70
PLAYABILITY 85

RAVES: Great playability and challenge
GRAVES: Sound could be better

OVERALL 85%

ROAD RUNNER

game type: PLATFORM
1 PLAYER

MS

MEEP MEEP! The **Road Runner** has arrived, courtesy of Sega!

Road Runner is a 2Mb game for the Master System and your eyeballs are in for a real treat with this one! You have to work your way through some heavy courses collecting birdseed and avoiding Wile E. Coyote.

The action takes place against a desert backdrop and you have to run left to right. There are ledges to leap across and some birdseed has even been nobbled so that it explodes when you eat it!

There are plenty of funny touches, with **Road Runner** running off the edge of ledges and stopping in mid-air looking at you then dropping straight down, just like the cartoon. Also when you have run out of energy or time **Road Runner** stops, looks at you and waves a plaque to show you've lost a life.

You can run, leap and even warp around zones to collect stars for points. To make sure that you are not slacking there is a timer that counts you down. If you have not reached the exit before it hits zero you lose a life.

Road Runner is great to look at and has plenty of challenge. If you like the cartoon take a look.

Th-that's all, folks!

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS: 80
SOUND: 65
PLAYABILITY: 65

RAVES: Brilliant graphics
GRAVES: Silly gameplay

OVERALL: 65%

SHERLOCK HOLMES 2

game type: PUZZLE
1 PLAYER

MCD

For all those of you that played the original **Sherlock Holmes, Consulting Detective** on the Mega CD there are now three more intriguing cases to solve. **Sherlock Holmes, Consulting Detective 2** on Mega CD closely follows the style of the original **Sherlock**.

You can choose from three baffling cases. 'The Two Lions', 'The Tortured Paintings' or 'The Case of the Murdered Munitions Magnate'.

The scene is always set with Holmes being visited and the ghastly crime is set and Holmes is asked to help.

On starting the game you can view the instructions by moving a very Holmes-like pipe over a menu. You are then briefed on how to use items available to you. You can go to an address book to find out addresses, send your fingers to see if anyone is at home, check your card file for more information, or read articles in The Times to see if there are any hidden clues, information or messages that would help you.

What really makes the game is the video footage of real actors who are dressed in costume. Holmes and Watson can go and interview suspects in actual movie scenes and you can replay it again and again to take notes!

Sherlock Holmes 2 really shows what Mega CD is all about. It has great video footage and puzzles that you will not solve for days - or weeks!

FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS: 85
SOUND: 85
PLAYABILITY: 75

RAVES: Great challenge with real actors and film footage
GRAVES: Only for real who enjoy tars

OVERALL: 75%

"The best racing game there is... It'll go straight to pole position in the charts as soon as it's released."

MEGA TECH 94%

"You won't find a faster game on any Sega machine."

SEGA FORCE MEGA 92%

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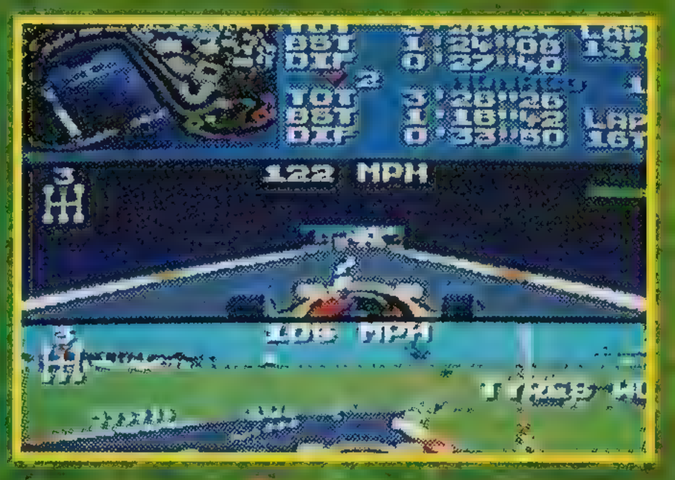
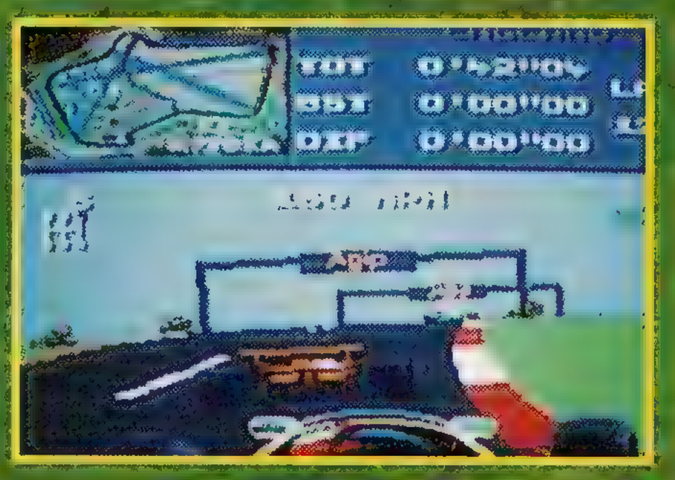
Formula One World Championship.
Licensed by FOCA to Fuji Television Network Inc.
Programmed by Lankhor.
Copyright 1993 Domark Group Ltd.
This game relates to the 1993 Formula 1 season.
Published by Domark Software Ltd., Ferry House,
51-57 Lacy Road, Putney, London SW15 1PR, England.

SEGA MEGA DRIVE

F1





"It looks brilliant, it moves gorgeously and sounds superb... It's fast, fun and full of action... Brilliant!"
MEGA DRIVE ADVANCED GAMING 92%

"Stunningly addictive and outrageously fast gameplay... Domark's brilliant racing title should redefine current cart standards." SEGA POWER 92%

"It's the best racing game on the Mega Drive."
MEAN MACHINES 93%

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FOCA to
Fuji Television
Network Inc.

FIA FORMULA 1 WORLD CHAMPIONSHIP

YOU JOKERS ARE UNDER ARREST!

YOU HAVE THE RIGHT TO COME QUIETLY.

NICE TIMING, AXEL! THOUGHT YOU WERE STILL IN HOSPITAL!

HIT BACK! STAND YOUR GROUND! THERE'S ONLY TWO OF THEM, FOR CRYIN' OUT LOUD!

TEN METRE DROP BEHIND--PROBABLY BREAK MY NECK!

BUT IF I STAY UP HERE, I'M DEAD ANYWAY!

STREETS OF RAGE

Part 5

Script: Mark Millar Art: Peter Richardson Lettering: Tom Frame

HAWK! LOOK!

THE BIG GUY -- HE JUST WENT OVER THE SIDE!

KEEP FIRING!

FORM A CIRCLE AND CLOSE IN ON STONE AND THE WOMAN!

DAMN.

HE'S GONE.

COME ON, MAX! GET TO BLAZE'S TRACER!

YOU TWO -- COME WITH ME!

IF THAT IDIOT GETS OUT OF HERE ALIVE THEN WE'RE SUNK!

HOPE SOMEONE PICKS THIS UP AND SENDS HELP -- PRONTO!

ZEE ZEE ZEE

GIVE IT UP, MAX! WE'RE NOT GOING TO HURT YOU!

GUESS YOU MUST STILL FEEL A LITTLE GROGGY, HUH? MAKE IT EASY ON YOURSELF, BIG FELLA.

I'M WILLING TO TALK OVER OUR DIFFERENCES!

YEAH... SURE.

KCHAKK

HEADS UP, CREEPOIDS!

YOU B---!

THIS EVENS THINGS UP A LITTLE, HAWK--

THWUMP!

NO MORE DISTRACTIONS. NO MORE GIMMICKS. NOW THE FIGHT'S DOWN TO JUST YOU...

...AND ME.

OUTSIDE THE PLANT --

RUN FOR IT, BLAZE! WE'LL COVER YOU!

WHERE DID YOU GUYS SPRING FROM?

WE PICKED UP YOUR DISTRESS CALL, AXEL.

YOU OKAY? YOU LOOK AWFUL.

THANKS A HEAP, MURPHY. TOOK A COUPLE OF SLUGS IN THE SHOULDER. GUESS I'LL LIVE!

MURPHY TO CHOPPER SQUAD! COAST IS CLEAR, FELLA.

MOVE INTO POSITION AND LEVEL THAT DUMP!

ROGER THAT, MURPH!

GET UP, HAWK! UP ON YOUR FEET SO I CAN KNOCK YOU DOWN AGAIN!

YOU PIECE OF CRUD--I'LL GUT YOU LIKE A FISH!

WHAT'S HAPPENING, MURPHY? WHAT'S GOING ON?

CHOPPER SQUAD ARE DROPPING AN INCENDIARY ON THE PROCESSING PLANT.

FIGURE IT WILL FLUSH OUT HAWK AND HIS GOONS IN ONE CLEAN SWEEP!

MURPHY -- NO!

STAND STILL, DAMN YOU!

IT'S ALL OVER, HAWK!

MAX IS STILL IN THERE!

KABOOOM!!

NEXT ISSUE: MAD MAX!

You choose

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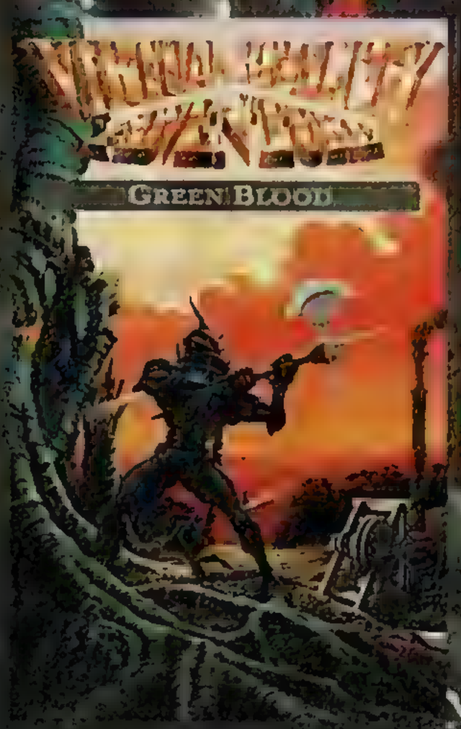


Q Zone SPECIAL

Bubsy Bobcat is an above-average platform game, both in terms of quality and difficulty. STC Game Guru, David Gibbon, tries to keep his fur on and stay alive (which is hard in this game) to bring you the complete solution:

WORLD ONE

Chapter One

Start by going right until you reach the edge of the hill. Jump onto and across 4 platforms. Go right, collect the T- Shirt for an extra life and jump up into the top water chute. Continue right, and off the hill edge. Keep A pressed until you land and go right. Run on the water wheel then run and jump right. Continue right, to the end.

Chapter Two

Go right and jump up into the top water chute. Continue right. Fly down from the hill edge into another water chute. Fly to the ground and go right (avoiding the underground cave and runaway piano).

Chapter Three

Go right, fall off the hill edge, but keep right pressed on the joypad. Enter the cave by pressing up. Jump onto the water wheel. Run and jump right across 3 grass mounds; jump up them onto the moving platform. Jump onto another mound, then right onto the hill. Go right and jump over the warerfall. Continue right, then fly to the ground. Walk right; jump over the sweet machine avoiding it's firing. Jump over 3 waterfalls and touch the boot to end.

Boss One

Stand in the middle of the screen, and try to jump on top of one spaceship, then onto the other. After doing this repeatedly for approx 3 hits each you will see Chapter 4.

Easy one this. Just make that bobcat keep jumping from one ship to the other and his nine lives will stay in tact.

Similar to the first boss. The only really difference is the ships formation. If you defeated the 1st boss, Bubsy need not worry his little cotton socks.

WORLD TWO

Chapter Four

PASSWORD: MKBRLN

Walk right (avoiding hazzards like the ice cream cones). Jump up when you come to a building with spinning tops. Jump onto a higher platform to collect a Black T-Shirt (Invulnerable), then jump down and continue right. Collect an extra life inside the hut, jump on top of it and go right. Keep jumping onto platforms until you reach the 5th one up, then run and jump right. Run down the roller coaster track onto the ground and touch a boot to end.

Chapter Five

Jump up into a roller coaster car. As it falls to the ground from the track, jump onto a platform. When it's far right, walk off the right edge. Continue walking; fall to the ground and go right. When you reach a dead-end near spikes, jump up onto the roller coaster track. Walk right and jump over more spikes (watch out for the dynamite!). Continue right until the end.

Chapter Six

Jump on top of the 2nd green creature. From here, jump onto a moving platform, then onto another. When you reach the top, go right. Let go and Bubsy will run down the track and land on the ground. Run right, across the top of the hut. When you reach them, jump over more spikes by using the platforms. When you come to a Red track, jump on it and run up until you see a blue track going right with an extra life. Go up this, over the gap, and let go. Now walk through these doors: Red, Blue, Gold, Red, Gold then jump over a gap and through a final red door. Run right to end.

Boss Two

This is destroyed in exactly the same way as the first boss.

WORLD THREE

Chapter Seven

PASSWORD: STGRTN

Hit mole 'blinks like water and Bubsy is an enterprise. Keep him landing on their raft to avoid getting drown.

The following 3 chapters all contain a train sequence. The best way to complete these is practice. Go from left-to-right being very careful along the way. Jump into the drivers cab at the end and pull the lever. You will now enter the Canyon.

Stand on the edge, jump onto a platform and jump across. Continue right until you reach a pit with a rolling rock. Jump right and land on a platform, then right again to the other side. Do this 3 times then go right. From here, stay at the very top level all the way along and you will reach the end.

Chapter Eight

Go right, but watch out for Cactus. Continue right and make sure you use the platforms to get across the pits. Again, make your way to the very top level and run right to finish.

Chapter Nine

Many boss to defeat this one. Just keep running on that ship and landing on the ships keep and you should be more than overhead.

Jump right, across the pit so you land on the edge next to the Cactus. Jump over it and continue right. When you come to the next pit, go back slightly and run right. Jump as you're running to the top level. Go right across more pits with rolling rocks to the end.

Boss Three

Stand in the right corner of the screen. Jump on top of the spaceship when it appears. Keep jumping on the ground aliens to get the number of them down. After a few hits the ship will blow!

WORLD FOUR

Chapter Ten

PASSWORD: MSFCTS

Go right, then jump across the grass platforms to the other side. Jump up onto a single platform, then jump and fly to your right over the pole. Land next to it on the other side, and go right jumping across the ground level platforms. Continue right. When you reach another pole, take a run up and jump over it. Using the 2nd pole, jump into the sky and land on a grass platform. Get onto a moving platform going left, then onto another, run left and jump to land on a single platform. Go left and onto a water chute, press A, then go into the next water chute, immediately press A to land on a wood platform with a door. Jump on top, move the lever and back onto the water chute. Fly off to the right and down to the sand. Run right, go into the next door, fly to the right again, and onto the grass at ground level. Continue right. When you see an exclamation mark, jump up the grass platforms 'til you see a wood platform. Jump on and run right to finish.

Chapter Eleven

Jump right and land on the edge at the other side. Jump over the pointed logs and onto the tall pole. Using this, land on a platform in the sky. Go down the water chute and fly to your right, landing on the ground. Avoid the purple trees. Run right and into the sand. Continue right, and just before you enter the water, jump, and head right on the grass. When you reach a lever, move this and drop down to the sand. Go right until you see another lever on the grass above. Jump onto the grass, run right and jump up near the end to finish on a wood platform in the sky.

Chapter Twelve

Go right, pressing A to skim across the water. Continue right. When you reach a set of wood poles, jump onto a platform in the sky and into a water chute. Go right, then move the lever set between the two poles. Fall into the sand then run right to finish.

Boss Four

Stand to the left of the screen and a raft will carry you away with the water. When the spaceship is coming out of the water, jump on top of it and land back on the raft. Repeat this quickly as the spaceship drops bombs to slowly destroy the raft allowing poor old Bubsy to drown!

Chapter Thirteen

PASSWORD: TGRTVN

Go right and jump up onto the grass platform. Now jump onto the leaves and head up. Keep heading up, then going along to the right. Sometimes if you are at the top and there doesn't seem to be anywhere you can jump to, press B to jump and A, then fly to your right until you land on a platform, then head up and right again. Keep going like this and you will come to the finish.

Both Chapter Fourteen and Fifteen are completed in exactly the same way.

WORLD FIVE

Boss Five

This is without doubt, one of the hardest bosses I have had to defeat as it's so easy to lose a life. Try and keep jumping on top of one spaceship, then onto the other. If you go near the ground you're almost certain to lose a life so try and stay in the air. That's it. You should have completed the game. If you lost all of your lives trying to do this solution, then keep a look out in the Q Zone for a possible future cheat.

This boss is very nearly impossible. Try and keep Bubsy on top of the spaceships. Go anywhere near the ground and say goodbye to one of those 9 lives.

TOP TIPS

*Always pick up the exclamation marks because if you die, you start from that spot instead of the beginning.
*Avoid Cats and Monsters.
*Always go as slow and as carefully as possible. Going fast means Bubsy is certain to run into something nasty.
*In chapters 4-6 make sure you look in each hut you come to for extra lives etc.
*When you jump, keeping your hand pressed on B will make Bubsy go much higher.

STC HEALTH WARNING:
THIS STRIP CONTAINS JOKES SO DUMB THAT THEY COULD SERIOUSLY DAMAGE YOUR SENSE OF HUMOUR.*

Decap Attack

STARRING CHUCK D. HEAD!

PART 2

I'M GOING TO RIP OUT YOUR *LUNGS* AND USE THEM AS A TEA COSY!

NO CHUCK, *VAIT!* YOU CAN'T! I *CREATED* YOU!

"IF YOU *MUST* CREATE LIFE AT LEAST MAKE IT SMALL AND FURRY", I SAID. BUT WOULD YOU LISTEN?

*PARTICULARLY THE NATURAL YOGHURT JOKE ON PAGE 3 – MEGADROID.

YOU COULD HAVE AT LEAST PUT ALL OF MY BRAIN INTO THE SAME HEAD, FRANK N. STEIN!

ACH! YOU KNOW HOW BRAINS GET AFTER A COUPLE OF DAYS – THEY FALL APART IN YOUR HANDS.

I KEPT TELLING YOU TO KEEP IT IN THE FRIDGE.

NOW *WAIT A MINUTE!* I'VE GOT SOMETHING I WANT TO SAY!

VELL, VOT IS IT, *HEAD?*

ER... WELL, I JUST WANT TO SAY THAT *WHATEVER* YOU GUYS DECIDE TO DO IS OKAY WITH ME.

RRUUMBLE!!

IGOR, I THOUGHT I TOLD YOU TO DO SOMETHING ABOUT YOUR VIND PROBLEM!

NOTHING TO DO WITH ME DOC...

Script and Art: Nigel Kitching **Lettering:** Steve Potter

...LOOK!

RUMBLE!

OH, *NEIN!* DIS IS *ALL* VE NEED!

WHAT IS *THAT?*

DAT IS DER FORTRESS OF THE MOST EVIL, MONSTROUS CREATURE IN EXISTENCE. THE INHUMAN BEING KNOWN ONLY AS *MAX D. CAP!*

JUST BECAUSE HE NEVER RETURNED YOUR LAWN-MOWER...

TREMBLE MORTALS...

TREMBLE IN THE PRESENCE OF THE MASTER OF ALL THE HORRORS OF THE UNDERWORLD. THE MONARCH OF THE UNSPEAKABLE CREATURES AND SMALL WRIGGLY THINGS THAT YOUR HUMAN MINDS CAN SCARCELY IMAGINE!

AND BY THE WAY, I DON'T HAVE YOUR LAWN-MOWER!

I HAVE *GREAT PLANS*, FRANK N. STEIN, AND YOU PLAY A PART IN THEM. YOU WILL CREATE FOR ME AN ARMY...

AN UN-STOPPABLE ARMY OF THE *UNDEAD*.

IF YOU WILL NOT WILLINGLY DO AS I BID, THEN YOU SHALL HAVE TO BE... *PERSUADED!*

HA HA HA HA HA

ER... HOW DO YOU THINK IT WENT RUPERT?

THE LAUGH WAS GOOD, QUITE *CHILLING*. AND I LIKED THE PAUSE BEFORE 'PERSUADED'. BUT I THINK THE LAWN-MOWER REMARK SPOILED THE EFFECT SOMEWHAT...

RIGHT... MEN. IF YOU'RE READY, PERHAPS A SAVAGE FRONTAL ASSAULT MIGHT BE IN ORDER?

YOU HEARD THE MASTER...

ATTACK!

NOTE : WE APOLOGISE FOR THE NON APPEARANCE OF THE NATURAL YOGHURT JOKE, WHICH HAS BEEN REMOVED ON THE ADVICE OF OUR SOLICITORS – MEGADROID.

WH... WHAT ARE YOU DOING?

KRUMP!

AAAAAAGGHHHH!

I GUESS YOU COULD SAY I WAS USING MY HEAD*...

*AND IF THE WRITER TRIES TO GET AWAY WITH ANY MORE GAGS AS CORNY AS THIS ONE HE'LL BE BACK TO WRITING 'MY LITTLE PONY' – MEGADROID.

HEY, THAT'S A PRETTY GOOD TRICK!

LIKED THAT DID YOU?

THEN YOU SHOULD *LOVE* THIS!

THUD!

GOING DOWN?

IT'S ALWAYS THE SAME, NO SOONER ARE YOU BROUGHT BACK FROM THE DEAD THAN SOMEONE KILLS YOU...

THUNK!

BEAT IT! AND TAKE YOUR HEAD WITH YOU.

DO YOU REALISE HOW *RIDICULOUS* THAT SOUNDED..?

TUNK!

NEXT ISSUE : **IT GETS WORSE!**

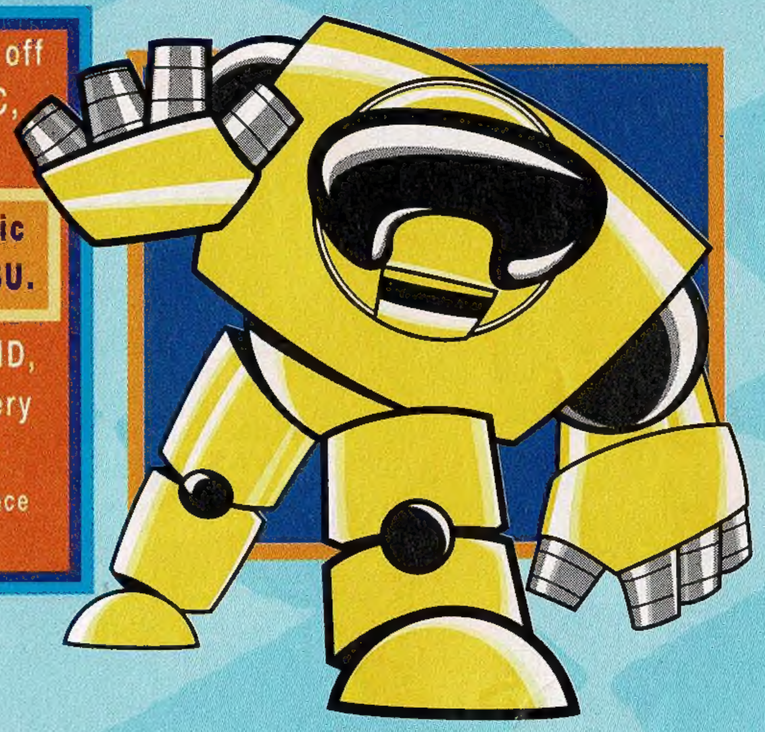
SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Golden Chop

Dear STC (The best comic in the Universe),

I have bought your comic since issue 1 and I will do so for as long as it continues. But now I'm afraid I have a complaint (groan)! My favourite story, Golden Axe, has just been given the chop! *(nice pun - Megadroid!)* Has it been replaced by Kid Chameleon or Streets of Rage?

Richard Hopkins, Bolton, Lancs. Sonic Water Fun Game Winner.

Good news Richard! Golden Axe is due to return to these very pages quite soon. Each story (except Sonic, of course) usually runs for about seven issues and is then replaced by something else, depending on the responses sent in via the data strip, so watch this space!

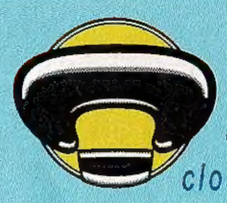
John O'Donovan, Co. Cork.
Sonic Water Fun Game Winner.

All Change

Dear STC,

I think STC is great value for money. I get every issue that comes out, but I have noticed that all the pictures of Sonic are different in the comic strip. Could you please tell me why?

Giovanni Lanni, Cowdenbeath. MD owner. Sonic Water fun Game Winner.



Well, Giovanni, you're quite observant aren't you? But if you look even closer, you'll see that nearly each issue has a different artist drawing the strips, so that's why the style of drawing changes slightly. Well spotted though!

Sonic Sonnet

Dear STC,
Sonic the Hedgehog was snoozin' in the shade
When the big bad Dr came over to invade
Sonic the Hedgehog got real mad
He put on his shades and got real bad
Then said, "Dr. Robotnik, your day has come!"
But the Dr just laughed and finished his rum
And as he finished, Sonic burst through the door
Then the Dr was crying "Sonic do no more!"
So the Doctor's evil scheme was reduced to zero
- And all thanks to Sonic the Hero!

Alex Jackson, Beckenham, Kent. MD owner. Sonic Water Fun Game Winner.

You've a talent which far surpasses,
Have you thought of writing classes?

Eagle-Eyes

Dear STC,

In the story of Wonder Boy (issue 7), I spotted Sonics' head next to the demon, Sonics' shoe and a copy of STC! I wonder how many other readers have spotted these! I think your comic is brilliant and so does my mum, who is also a Sega fan - she helps me through the tough parts of the games and with the cheats!

Jamie McDonald, Swanage, Dorset. MS owner and hopefully soon a GG owner. Sonic Water Fun Game Winner.

Well Jamie, you were one of a large number of eagle-eyed Boomers who spotted those little extras! There's no real reason for them being there, except to make sure you're all paying attention, which you obviously were!

William Hildreth, Aylesbury, Bucks. Sonic Water Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT WEEK

WELCOME TO THE HORROR ZONE!

SPOOKY!
Sonic loses his memory!

SCARY!
It's game over for Kid Chameleon!

SINISTER!
Cop the dramatic conclusion to Streets of Rage!

SKELETAL!
Skull-splitting humour with Decap Attack!

SIT TIGHT FOR SONIC THE COMIC 12

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DATA STRIP

Fill in & send to:
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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

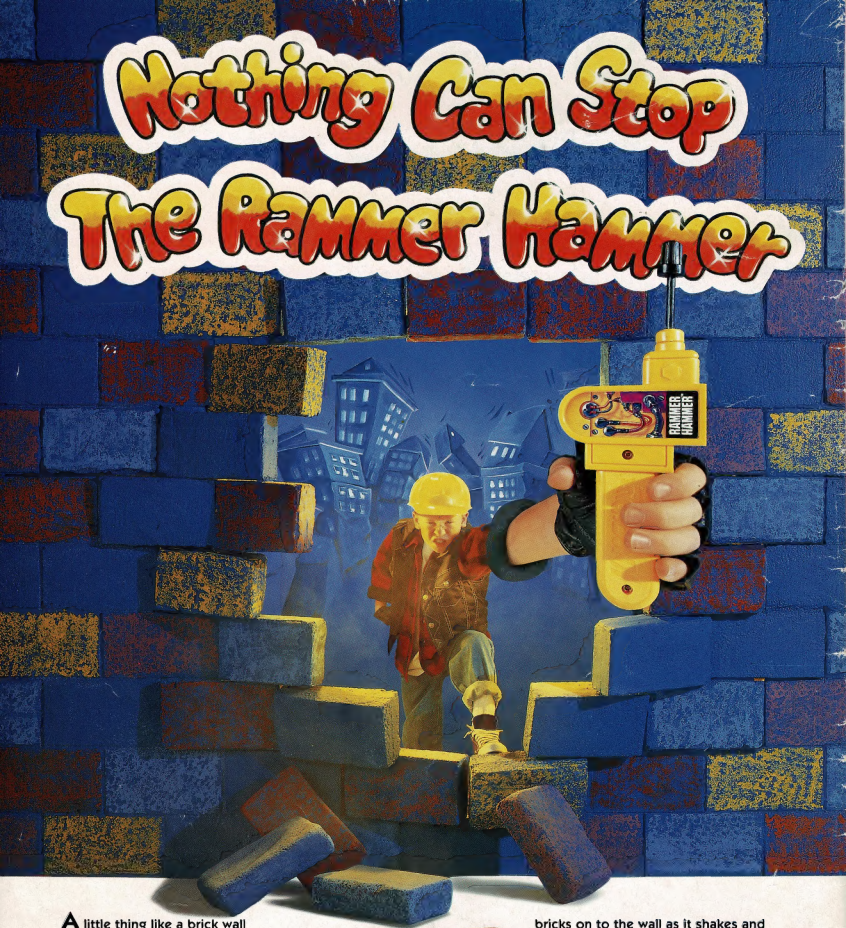
2.....

3.....

HOW DO YOU RATE ISSUE 11 OF STC?

☐ %

Nothing Can Stop The Rammer Hammer



A little thing like a brick wall isn't going to get in the way of the Rammer Hammer.

With just a few well-aimed blows you have to knock bricks out and leave the wall still standing.

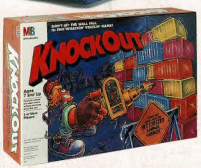
Can you keep your nerve and stack more bricks on to the wall as it shakes and quakes beneath you?

You'd better watch out!!

One bad move and it will all come toppling down.

Have you got what it takes?

With the Rammer Hammer, you have.



MB GAMES

"IT'LL KNOCK YOU OUT!"